



I began my career as a print and digital ad designer, but after a short foray into ActionScript 3, I moved to HTML, CSS and JavaScript and fell in love with code. I honed my UI and web application skills, and moved deeper into development with C, Python, and a bit of Go. I learn whichever tech is needed to solve a problem, be it a library or a language.

I've written a handful of SPAs, various CRUD apps that consume JSON from REST APIs, designed and implemented web apps with AngularJS, designed and implemented interactive data visualizations with D3, worked with complex promise trees, designed a keyframe animation framework for embedded systems, and much more.

Every new project is a chance to work with a new language, framework or design pattern. That is what excites me about software development and keeps me engaged. I am motivated to keep growing as a developer and keep solving problems, because I genuinely love to.

I have tremendous respect for my fellow developers and enjoy the opportunities to collaborate with, and learn from them.

I would love to work on your team.

Latest Projects

» **Control Center** - UI for serviced, a docker container orchestration solution. I contributed significantly to the UI design as well as refactoring just about every line of code to follow AngularJS and general JavaScript best practices.

» **Phox Platform** - An IoT platform for use with the esp8266. It goes all the way from reading bytes from tcp sockets in C, to a mobile app for remotely configuring the hardware.

» **Phox Lights** - An extendable keyframe animation framework, written in C, for animating RGB LED arrays on embedded systems.

» **QuickVis** - A dependency-free js lib with one job: visualize some data. Designed to be tiny and concise, but easily extendable. Write libraries, not frameworks!

» **IOMaker** - This was initially a simple email form for placing digital advertising orders, but I grew it into a mini-CMS. I designed and implemented the UI and the CRUD API (which was implemented by a backend dev).

» **MenuMouth.com** - An HTML5 web app for finding local restaurant menus, but designed to run from a single HTML page and a json file for data. This makes it very easy for non-technical local newspapers to host and sell this feature.

Skills

Web Development

- » JavaScript - 7 years
 - » AngularJS, ExtJS
 - » D3, JQuery
 - » Gulp, Jasmine, Babel
- » HTML, CSS - 8 years
- » Python - 1 year

Other Development

- » IoT (Arduino / C) - 2 years
- » Git / github - 3 years - github.com/rDr4g0n
- » Linux (bash, make, etc) - 2 years

Other

- » Adobe Creative Suite (Photoshop, Indesign, Illustrator, Flash) - 10+ years
- » Project planning, documentation, standups, etc - 4 years

History

Zenoss

April 2014 - Current
Software Developer

Telerik

April 2013 - April 2014
Front End Developer, Node.js Developer,
Software Developer

Halifax Media Group

October 2008 - April 2013
Print Ad Design, Digital Ad Design,
Web App Developer

Allegra Print & Imaging

August 2004 - July 2008
Graphic Designer, Office Manager